.hack//G.U.™

Vol.1 // Rebirth™

TEEN
T
CONTENT RATED BY ESRB

BANDAI NAMCO™ Games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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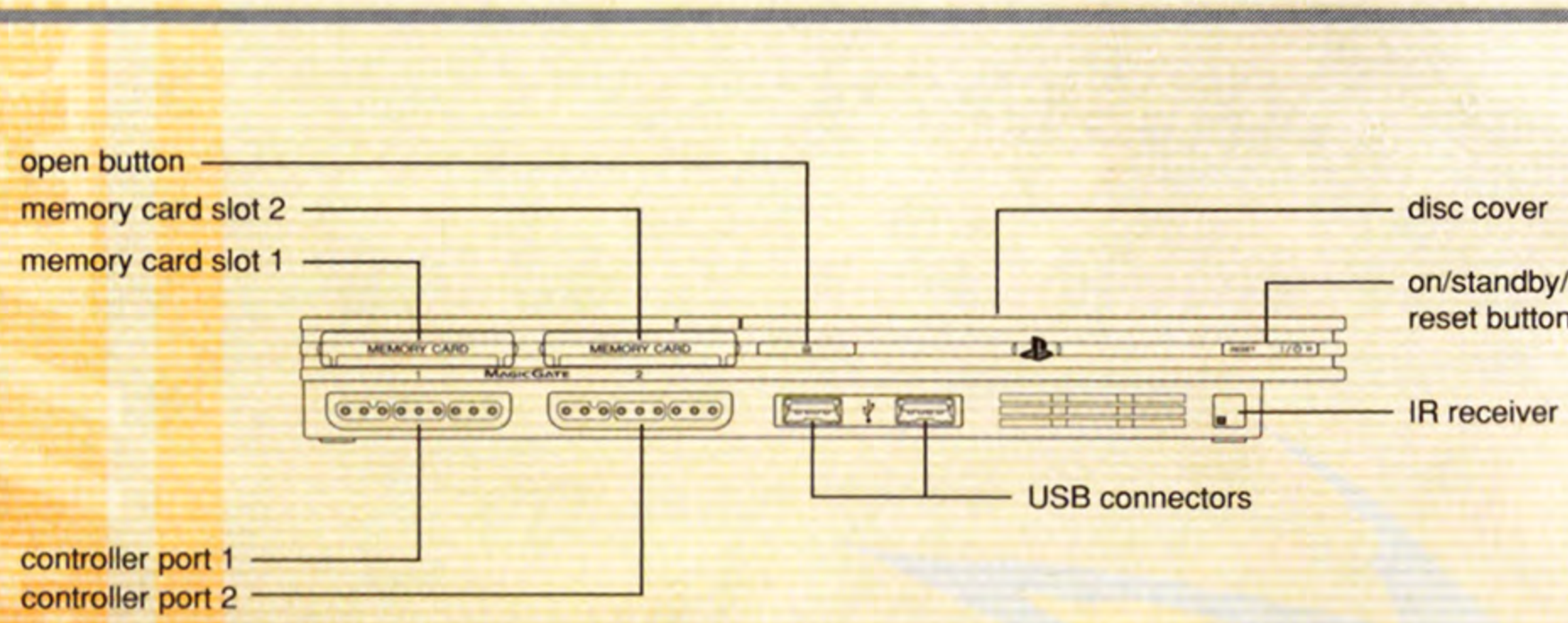
INTRODUCTION

Thank you for your purchase of **.hack®//G.U.™ Vol. 1: Rebirth™**. This manual contains information about the proper use of this product, such as preparations before playing and important precautions. Be sure to read it carefully and keep it for future reference.

GETTING STARTED



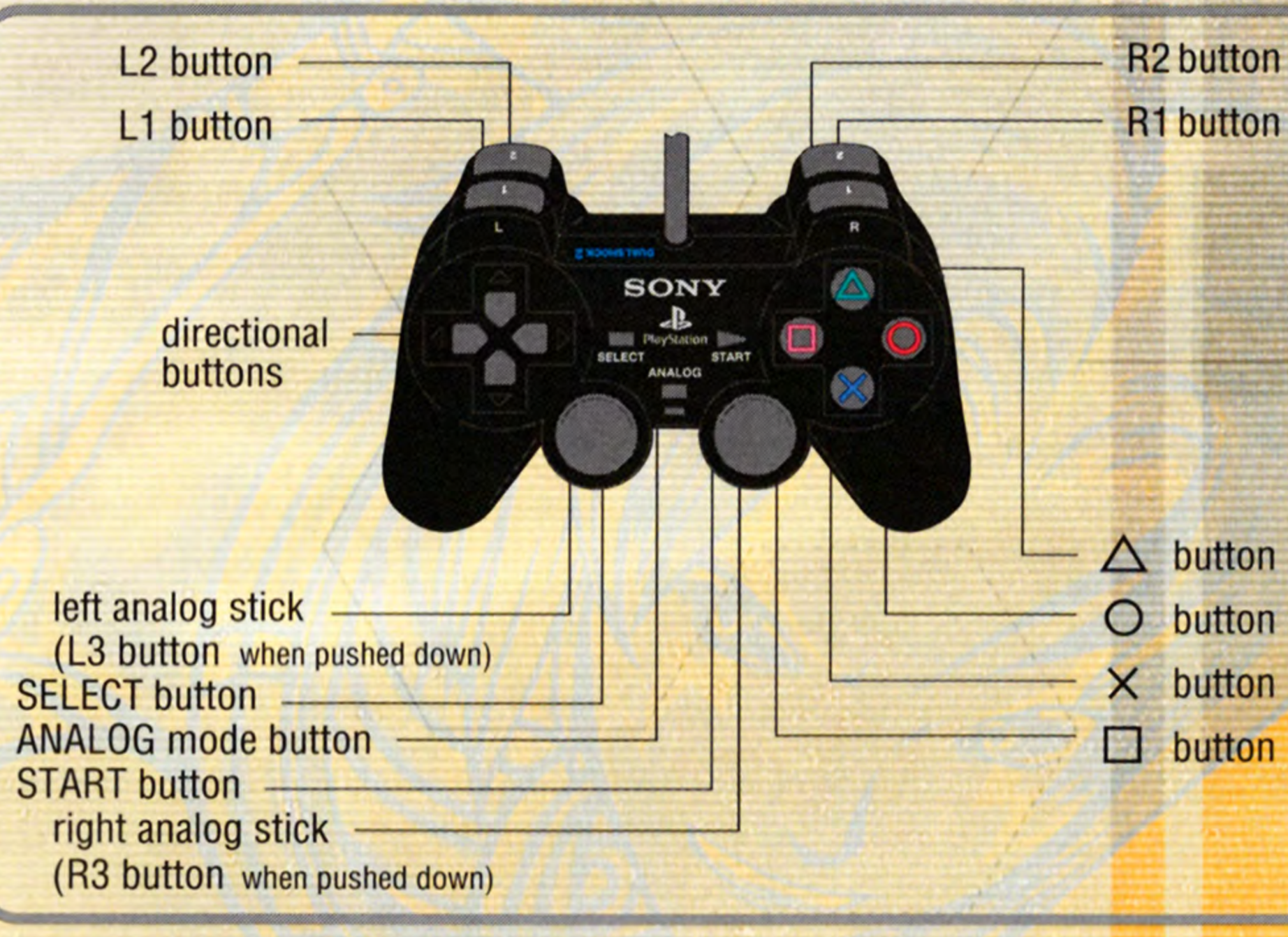
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **.hack®//G.U.™ Vol. 1: Rebirth™** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 system. You can load saved game data from any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DESKTOP PAGE

Directional buttons (left analog stick).....Select menu/item
⊗ button.....Confirm selection
⊙ button.....Cancel selection

THE WORLD

L2 button.....Reset camera
R1 button.....Skill trigger
(prepare to perform skill (art))
R2 button and R3 button.....Switch view
Directional buttons.....Switch target
Select menu/item
Left analog stick.....Move, select menu/item
Right analog stick.....Operate camera
△ button.....Open menu
□ button.....Awakening
⊗ button.....Attack, confirm selection
⊙ button.....Guard, cancel item
SELECT button.....Switch map mode
START button.....Game options menu

NOTE: The vibration feature on the analog controller is set under Game Options ➡ Vibration ➡ ON/OFF.

STARTING THE GAME

Once the **.hack®//G.U.™ Vol. 1: Rebirth™** disc is inserted, the opening demo will begin followed by the Title Screen. Use the directional buttons or left analog stick to select a mode, and confirm your selection with the ⊗ button.

NOTE: You can skip the opening demo by pressing the START button or the ◉ button.

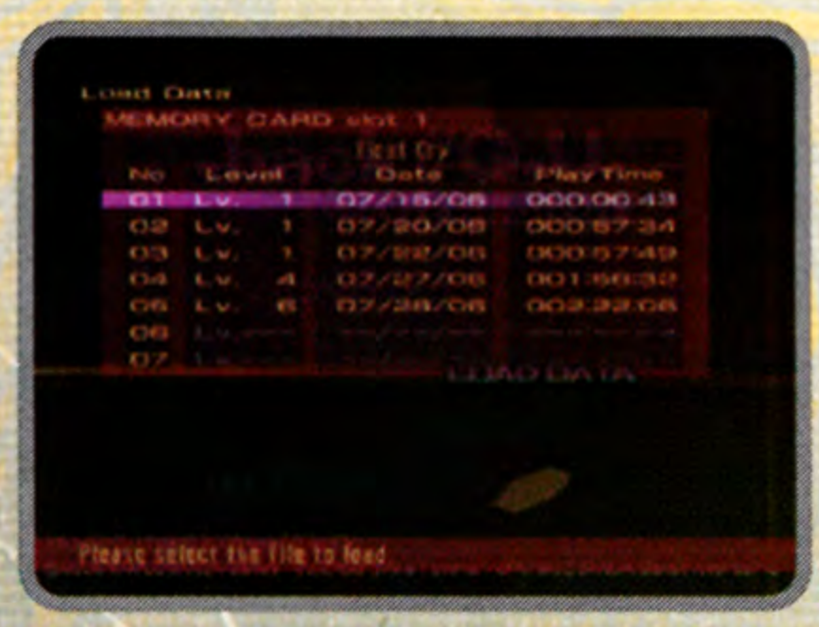
NEW GAME

This starts a new game. Confirm your selection with the ⊗ button to play the opening movie and start the game.

NOTE: You can skip the opening movie by pressing the START button and using the ⊗ button to select "Yes" in the menu that appears.

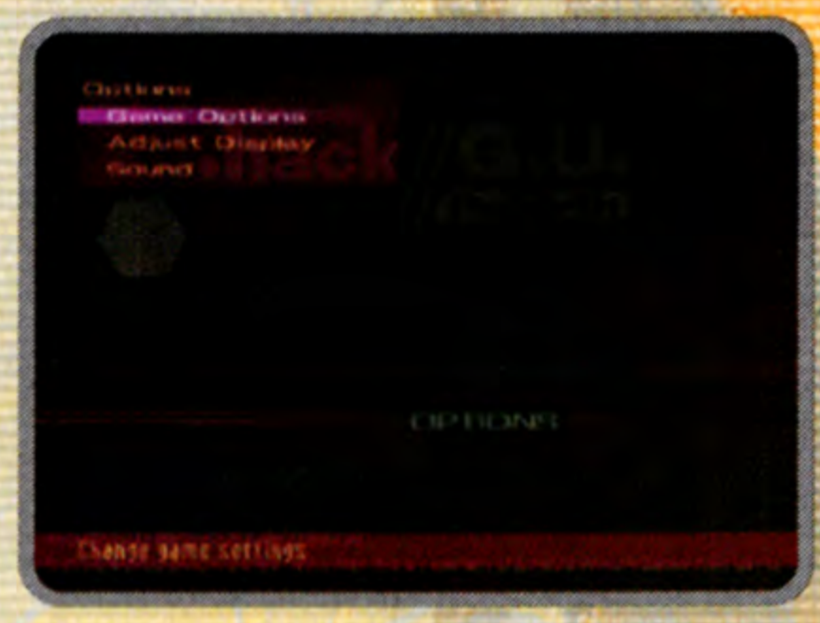
LOADING SAVED DATA

Place a memory card (8MB)(for PlayStation®2) with saved data into MEMORY CARD slot 1 or slot 2 to load the saved data and continue playing the saved game. Select the MEMORY CARD slot and the game data to load and begin playing.


Load Data
MEMORY CARD slot 1
No Level Date Play Time
01 Lv. 1 07/15/06 000:00:43
02 Lv. 1 07/20/06 000:57:34
03 Lv. 1 07/22/06 000:57:49
04 Lv. 4 07/27/06 001:56:32
05 Lv. 6 07/28/06 003:32:06
LOAD DATA
Please select the file to load

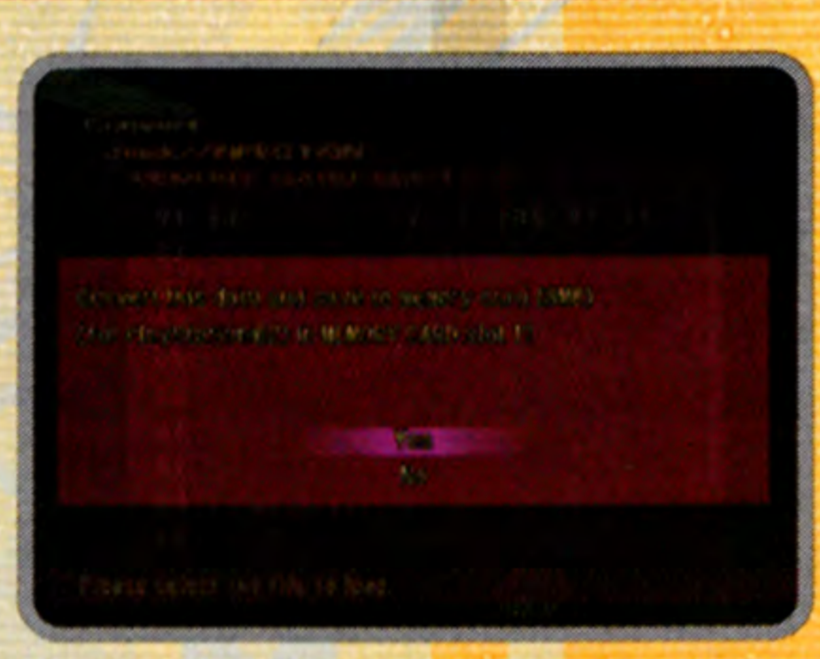
OPTIONS

This allows you to change and adjust different types of setting options.



- **Game Options:** Various game settings (see pg. 11 for details).
- **Adjust Display:** Allows you to adjust the position of the screen.
- **Sound:** Allows you to adjust the sound settings.

CONVERT

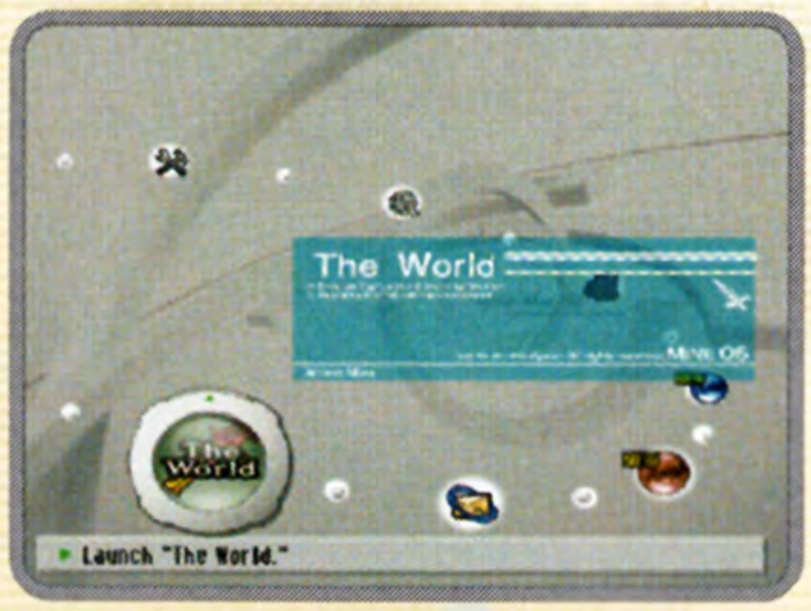


Place ".hack//G.U." and ".hack series" saved data on the same memory card (8MB)(for PlayStation®2). Select the ".hack series" title that you wish to convert, and then select the MEMORY CARD slot that contains the saved data. When converting data from .hack Vol. 1 to Vol. 4, select the file to be used in the conversion. Confirm your selection with the ⊗ button to convert the file. If you have acquired bonuses, press the ⊗ button to return to the Title Screen, select Load Data and confirm.

NOTE: Acquired bonuses can be accessed after a certain point in this volume of the game.

DESKTOP

From the Desktop you can check your email, view various forums and news, save game data and enter the Front Page of The World. Use the directional buttons or left analog stick to make your menu selection, and confirm your selection with the ⊗ button.

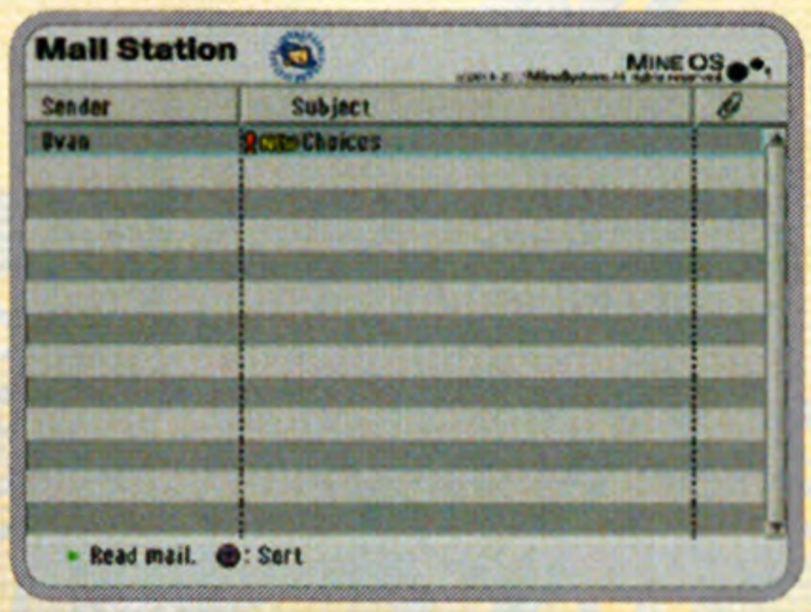


THE WORLD

This takes you to the Front Page of The World.

MAIL STATION

Come here to check your email and send greeting cards. New email is marked "NEW", and important new email is marked "!NEW". Email is read here using the same operations that are used on the desktop. You can send greeting cards to people to get on their good side. You can also check how much they like you by looking under "Address" in the Mail Station. More information about this is given on page 16 under "Affection Gauge". Information about how to acquire greeting cards is provided under the Book of 1000 on page 28.



NEWS CAPTURE

Here, you can look at news articles, video clips and on-line news programs. The latest news is marked "NEW". Use the directional buttons or the left analog stick to select the news you want to read, and confirm your selection with the ⊗ button. Use the up/down directional buttons or push the left analog stick up or down to scroll.

News Capture
NEAR-enter
NEW
Salvador Allura
NEW 8. 2 Breaks the 12 Million Mark!
Thanks to the support of its many fans, "The World" will celebrate its 10th anniversary this year. Cyber Connect Japan (here after referred to as CC
Viewing news. ●: Go to Link START: Help

COMMUNITY FORUM

This gives you access to forums that provide everything from strategic information to the latest gossip. Use the directional buttons or left analog stick to select what you want to read from the five bulletin boards, and confirm your selection with the ⊗ button. New postings are designated "NEW", and the most important ones are marked "!NEW". Once you have opened a thread, you can read all the messages in that thread by pressing the △ button. Also, some postings include replies.

CRIMSON VS

This allows you to play the card game Crimson VS.

NOTE: Crimson VS can be played starting with Vol. 2.

DESKTOP

MOVIE PLAYER

This allows you to watch movies that you have collected. Use the directional buttons or the left analog stick to select the movie you want to watch, and press the ⊗ button to play the movie. See the Book of 1000 on page 28 for information about acquiring movies.

ACCESSORIES

Here, you can change options such as the background music and the desktop wallpaper. Use the directional buttons or the left analog stick to select "BGM" or "Background", and confirm your selection with the ⊗ button. See the Book of 1000 on page 28 for information on how to acquire different types of wallpaper and background music.

BGM

Move the cursor with the directional buttons or the left analog stick to make your music selection, and confirm your selection with the ⊗ button.

Background

You can select your favorite wallpaper under "BG Setting" and change the color scheme under "Color Setting". Wallpaper settings are selected the same way as the background music. To change the wallpaper color, use the up/down directional buttons or push the left analog stick up or down to select the item you want to change. Press the ⊗ button, and use the left/right directional buttons or push the left

analog stick to the left or right to change the setting. Once the setting is changed, move the cursor to "Confirm" and press the ⊗ button.

DATA MANAGER

Use the Data Manager to save and load game data.

TO SAVE GAME DATA

You will need a memory card (8MB)(for PlayStation®2).

A memory card (8MB)(for PlayStation®2) with at least 489KB of free space is needed to save data for this game.

When Saving for the First Time

Save data for this game will be created on your memory card (8MB)(for PlayStation®2). Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or slot 2. When the "Create Save Data" confirmation screen appears, select "Yes" and confirm your selection with the ⊗ button.

FRONT PAGE

Select The World from the desktop to display the Front Page. Use the directional buttons or left analog stick to make a menu selection, and confirm your selection with the ⊗ button.

LOG IN

Click here to log in to The World.

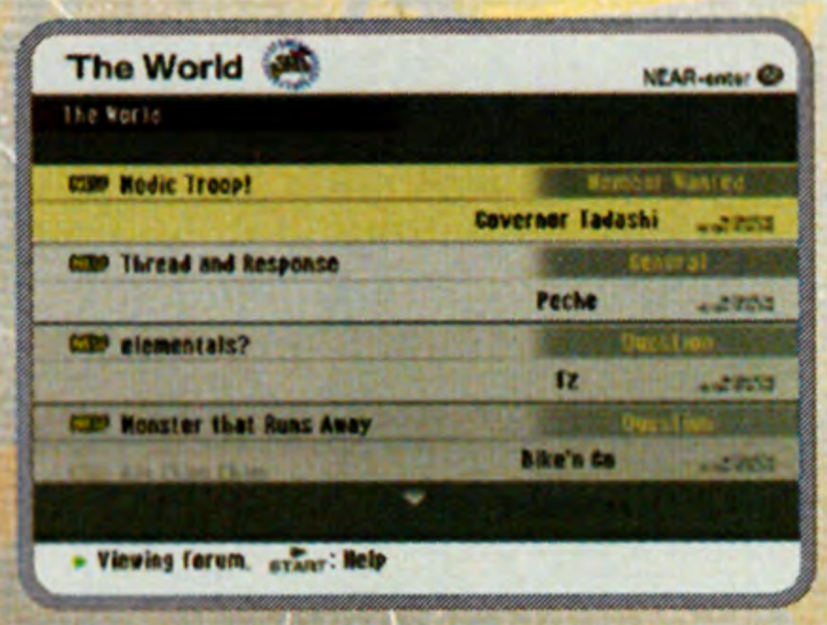
OFFICIAL SITE

You can access the official website of The World to look up information and history of The World, types of characters and NPCs, jobs and CC Corp. announcements. Select the information you want to read with the directional buttons or left analog stick, and confirm your selection with the ⊗ button.

The World
NEAR-enter
Welcome to The World
"The World" is an MMORPG
(Massive Multiplayer Online RPG)
enjoyed by many players worldwide!
Viewing site. ●: Go to Link : Help

OFFICIAL FORUM

This is the official forum of The World. You can view strategies and a wide variety of other information exchanged among users. Select the thread that you want to read using the directional buttons or the left analog stick, and press the ⊗ button to display the message titles posted under that thread. Select the message you want to read, and confirm your selection with the ⊗ button. New postings are designated "NEW", and the most important ones are marked "!NEW". Once you



have opened a thread, you can read all the messages in the thread by pressing the △ button.

QUIT

Select Quit to return to the Desktop.

OPTIONS MENU

Log in to The World and press the START button to display the Game Options Menu, which allows you to change the game settings. Use the up/down directional buttons or push the left analog stick up or down to select the item you want to change, and change the setting with the left/right directional buttons or by pushing the left analog stick to the left or right to change the setting.

Vibration Function:
Set to ON or OFF.

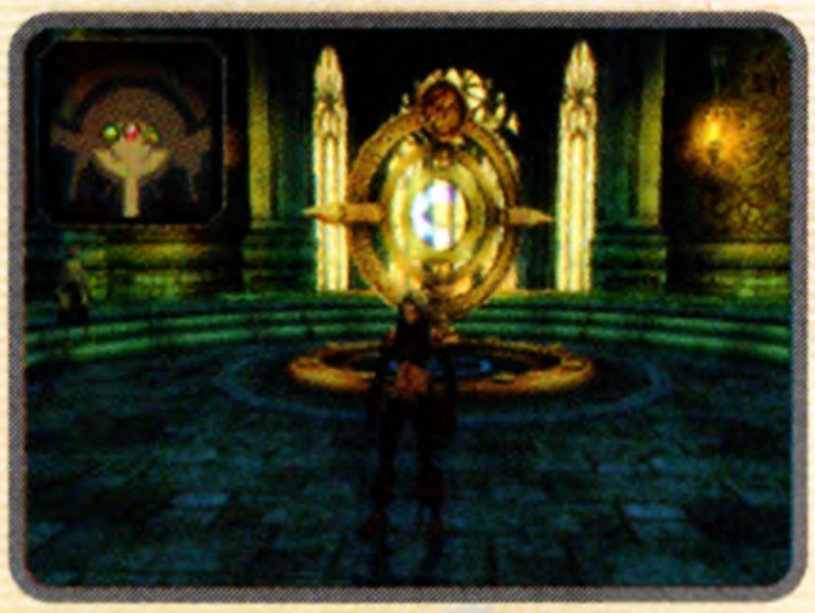
Camera Type:
Select either type A or B.

Cursor Memory:
Set to ON or OFF.

End Settings:
Enables the selected settings and returns you to the game.

ROOT TOWN

Select Log In from the Front Page to be transported to the Root Town. In the Root Town, you can form parties, purchase items in shops and take on new quests. The Chaos Gate is your portal to move to other servers (Root Towns), fields or dungeons.



TOWN SCREEN

On the Town Screen, press the SELECT button to switch among the map display options (normal display, enlarged display, not displayed).

NOTE: You cannot move when the enlarged map is displayed.

Chaos Gate: Transport to fields, dungeons or Town. See page 18 for more details.

Save Shop: Save or load game data.

Kiosk: Buy or sell items.

Quest Shop: Take on new quests.

@Home: Go to the private room (@Home) of each guild.

Warp Point: Transport to another area of the Root Town.

Magic/Item Shop: Buy and sell magic or items.

Equipment Shop: Buy and sell weapons, armor and accessories.

Material Shop: Buy and sell materials needed to make customized weapons, armor and accessories.

Fine Equipment Shop: Buy and sell high-quality weapons, armor and accessories.

MAIN MENU

Press the △ button to display the Main Menu. From the Main Menu you can log out, use skills and items, check your status, and form parties. Use the directional buttons or the left analog stick to make your menu selection, and confirm your selection with the ✕ button.

Items

You can use, dispose and confirm supplies of consumable items, equipment items and key items. Use the L1 and R1 buttons to switch among party members, and the left/right directional buttons or push the left analog stick left/right to change the selection tab. Move the cursor over an equipment item and press the ■ button to view detailed information about that item.

Skills

You can check to see what spells and arts each member is capable of. Use the L1 and R1 buttons to switch among party members, and the left/right directional buttons or push the left analog stick left/right to change the selection tab.

NOTE: You cannot use your skills while you are in the Root Town.

ROOT TOWN

Equipment

This function allows you to switch your equipment. Select the equipment that you would like to switch from among your weapons, armor and accessories with the directional buttons or left analog stick, and confirm your selection with the ⊗ button to display a list of the equipment you possess. To change your equipment, select and confirm an article from the list of items that you are allowed to use at your current level (shown in white). Parameter values that increase due to an equipment change are shown in yellow, while those that decrease are shown in purple. Press the ■ button to display detailed information about the equipment selected with the cursor.

1. Current equipment
2. Equipment you possess
3. Equipment ability
4. Equipment parameters
5. Equipment information

Customize

You can customize your equipment (weapons, armor and accessories). Select the equipment item you want to customize and confirm your selection with the ⊗ button. Then, select an ability slot that you want to add and press the ⊗ button. From the list of Material items displayed, select the one you will need to customize your equipment. Press the ⊗ button to add the selected ability to the equipment item. You can also remove abilities.

Skill Trigger

Use the Skill Trigger to change the arts you perform during battle. Select the art you would like to change and confirm your selection with the ⊗ button to move the cursor to the arts that you are currently able to use. Move the cursor to the art you want to use

and press the ⊗ button to select that art. See page 23 for more information on the Skill Trigger and arts.

Status

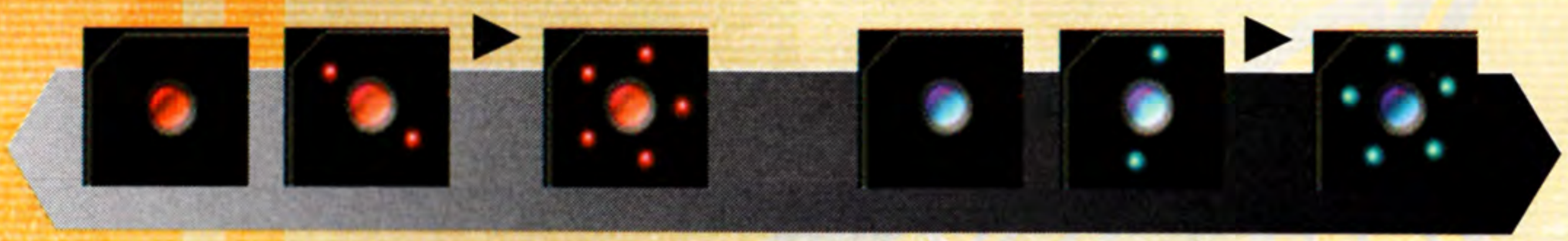
This allows you to check your current status. When forming parties, use the L1 and R1 buttons to switch among party members. Press the ⊗ button to change pages and display a list of equipment.

1. Displays current level, HP, SP and Affection Gauge. Boost your level by earning experience points in battle, which then in turn increases your various parameters.
2. Displays your job. The items you are able to equip yourself with will differ depending on your job.
3. Displays the name and rank of the guild you belong to.
4. Displays your Skill Level for each weapon.
5. Displays your current parameters.
6. Displays the experience you currently have and the amount needed to advance to the next level.
7. Displays how much money you have and the number of Chims your party has.

ROOT TOWN

AFFECTION GAUGE

The Affection Gauge indicates how a character feels about Haseo. You can change a character's Affection Gauge by embarking on adventures together, giving him or her presents and greeting cards, or by exchanging emails. When the gauge reads high, certain events will happen and battle is likely to go well. You are also likely to get good deals when trading with characters who like you, so it's to your advantage to keep the gauge readings up.



Affection Gauge is low (acquaintance)

Affection Gauge is high (admirer)

Quests

This allows you to review the details of the quest that you have currently taken on.

Awakening

This allows you to invoke Awakening in battle. Select the mode you want to change, and confirm your selection with the ⊗ button. See page 24 for more information about Awakening Mode.

Strategy

You can change your battle strategy when forming a party. Select the party members you want to change with the directional buttons or left analog stick, and confirm your selection with the ⊗ button to display the Strategy Menu. Select the strategy you want to change, and confirm your selection with the ⊗ button.

NOTE: The "Strategy" option in the main menu is not enabled if you have not formed a party.

QUESTS

Quests occur when you accept orders to go on a quest at the Quest Shop. You will receive different kinds of payment when you clear certain objectives. Note that you cannot take on more than one quest at a time. If you want to take on a new quest, you must either complete your current quest or abandon it.

Memoir

You can review the adventures that you have had so far, as well as things that you will soon have to do. The events are listed from newest to oldest. Select them with the directional buttons, left analog stick or the L1 and R1 buttons.

ROOT TOWN

Log Out
This interrupts your experience in The World and returns you to the Front Page.

Parties
You can invite up to two others to join your party if you know their member addresses.

ONLINE: The player is in The World and can be invited into your party.

OFFLINE: The player is not in The World.

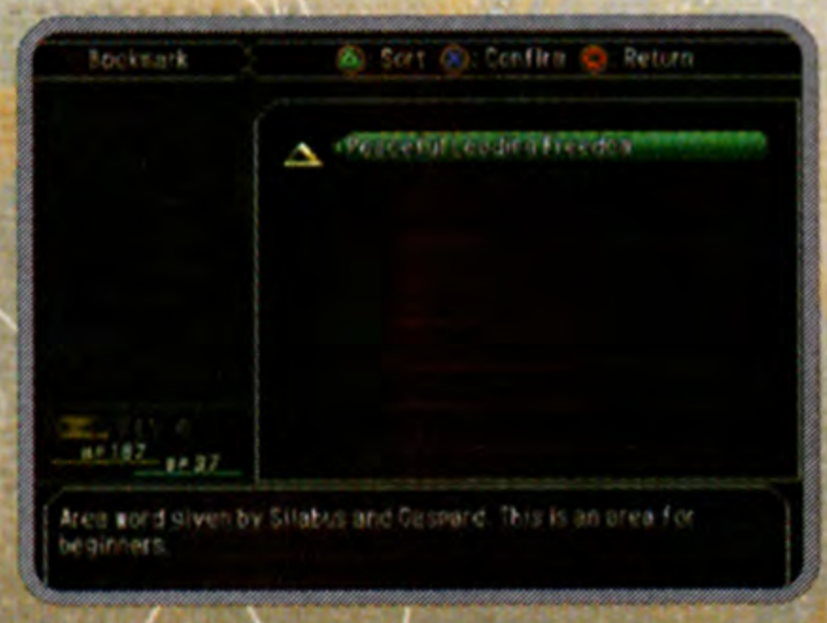
PARTY: The players who are currently in your party.

BUSY: Unable to participate in a party.

CHAOS GATES

Press the ⊗ button when you are nearing a Chaos Gate to display the Chaos Gate Menu. From the Chaos Gate Menu, select Warp Menu and press the ⊗ button to display the Warp Menu. This will allow you to warp to a dungeon, field area or other servers (Root Towns).

Bookmark
Enter area words that you obtain from email, Forums or through conversations with others. Select the words you would like to warp to with the directional buttons or left analog stick, and confirm your selection with the ⊗ button to display an explanation of that area. Press the ⊗ button again to warp. New words added to the bookmark list will be marked "NEW".



Entering New Area Words

You can combine words on the Word Input Screen to warp to that area. Select the words you want from the choices given, and confirm your selection with the ⊗ button. Then, select the 1st, 2nd and 3rd word parts. You can switch among the word parts with the left/right directional buttons or by pushing the left analog stick left or right.

Random

This feature randomly combines the area words that you have acquired. Use the ⊗ or △ button to stop and display the randomly selected area level, attribute, mission or explanation. Press the ⊗ button to begin warp. Press the △ button to reselect a word.

Warp Record

This displays all the areas that you have already visited. Choose a record and confirm your selection with the ⊗ button to warp.

Cancel

Closes the Warp Menu.

To Town

This will take you to another server (Root Town). Select "To Town" and confirm your selection with the ⊗ button to warp.

AREAS

Enter area words at the Chaos Gate to warp to a field or dungeon for adventures, or to the private area of a powerful guild. Press the △ button to display the Main Menu. Operations after that are the same as in Town. See Main Menu on page 13 for more details.

NOTE: The "Log Out" and "Party" options under Main Menu are not enabled in Areas.

FIELDS AND DUNGEONS

Game play in fields and dungeons involves battling monsters while trying to complete your mission. Press the SELECT button to display the full-area map, then press the ✕ button to view the mission information.

STEAM BIKE

Riding the Steam Bike

If you fulfill certain objectives in a field or in the Root Town, you will be able to ride a Steam Bike. Press the ■ button when the message "■: Ride Bike" is displayed in the lower-right part of the screen to get on the Steam Bike. The Steam Bike is controlled using the left analog stick, the ✕ button (throttle) and the ■ button (brakes).

NOTE: Displays such as conversations and the Main Menu are not shown while you are riding the Steam Bike.

Engaging in Battle

Approaching a monster, even while you are riding the Steam Bike, will initiate battle. Also, you can sneak up on monsters while riding the Steam Bike and perform a surprise attack by crashing into them.

BATTLE MODE

BATTLE

Battle begins when you come within a certain distance of a monster in a field or dungeon. Once battle begins, you are surrounded by a battle fence that prevents you from fleeing. However, "Smoke Screen" can be used to disintegrate the battle fence and allow you to escape. Otherwise, the battle ends once all of the monsters have been killed, at which point you will receive experience points, money or items.

BATTLE SCREEN

Once battle begins, the currently selected monster can be attacked. You can use the directional buttons to switch targets to a different monster during battle.

1. **Morale Gauge:** Displays the amount of Morale needed to invoke Awakening.
2. **Enemy Status:** Displays the names and HP level of the currently selected monsters.
3. **Combo Number:** Displays the number of consecutive hits made.
4. **Status of Party Members:** Displays the HP and SP of each party member.

BATTLE MODE

HIT POINTS (HP) AND SKILL POINTS (SP)

If all party members' HP levels reach zero during battle, the game is over. SP are needed to cast spells and perform arts, which is not possible without the necessary amount of SP strength. Some items will restore HP and SP levels. Spells can also be used to restore HP levels. SP levels will gradually return on their own over time.

SURPRISE ATTACKS

If you approach a monster without being detected, the target display will change from "⊗: Begin Battle" to "⊗: Surprise Attack". Press the ⊗ button to carry out the surprise attack.

ATTACKS

Regular Attacks

Select a monster and press the ⊗ button to attack using your weapons. The amount of damage depends on the currently equipped weapon.

Combo Attacks

Press the ⊗ button multiple times to carry out successive normal attacks.

Charge Attacks

Hold down the ⊗ button and release it to blow away the monster's guard with a powerful attack. When you hold down the ⊗ button, a gauge will appear. Continue holding it down until the gauge reaches MAX and release the button to attack.

Skill Attack
This allows you to combine a skill with an attack. You can perform the skill by using either the skill trigger or the Main Menu.

Skill: General term describing arts and spells.

Art: A skill that involves a physical attack.

Spell: A skill that uses magic.

NOTE: You need SP to be able to perform a skill.

PERFORMING SKILLS USING THE SKILL TRIGGER

Press the R1 button during battle to display the Skill Trigger Menu. Press any of the buttons shown in the Skill Trigger Menu to perform the art that corresponds to that button. Performing arts using the skill trigger have certain advantages, such as being able to deflect monster attacks and carry out successive attacks. Once the Skill Trigger Menu is displayed, you have only a certain amount of time to make your selection before the menu disappears and you are returned to the Battle Screen. You cannot cast spells using the Skill Trigger Menu.

PERFORMING SKILLS USING THE MAIN MENU

Press the △ button during battle to display the Main Menu. Select "Skills" from the menu and confirm your selection with the ✕ button to display a list of skills. Select a skill from the list and the skills that are available to you will appear in white. Select the skill that you want to use and press the ✕ button. Then select the opponent you want to use the skill on and press the ✕ button to perform the skill. When performing a skill from the Main Menu, you also have the option of using other party members' skills.

BATTLE MODE

Rengeki Attacks

This feature allows you to really boost the power of your attacks. When you use a certain amount of combos on a single monster, blue and purple rings will appear. Perform a skill attack using the Skill Trigger before the rings disappear to perform a Rengeki Attack. You will earn a Rengeki Bonus in the form of experience points for each Rengeki Attack you carry out during battle.

Awakening Mode

This mode allows you to invoke special strength during battle. There are two types of Awakenings: Beast Awakening and Demon Awakening.

Press the ● button when the Morale Gauge in the upper-right part of the screen is on MAX to enter Awakening Mode. Your Morale Gauge will continue to decrease as long as you stay in Awakening Mode until they are completely depleted, at which point you will return to your normal state of consciousness. You can build up the Morale Gauge by successfully performing Rengeki Attacks in battle. You can also boost your Morale points with your "Favorite Action".

Beast Awakening

This special strength applies to all party members, greatly energizing their attack power and running speed. It also makes you immune to opponent retaliation.

Demon Awakening

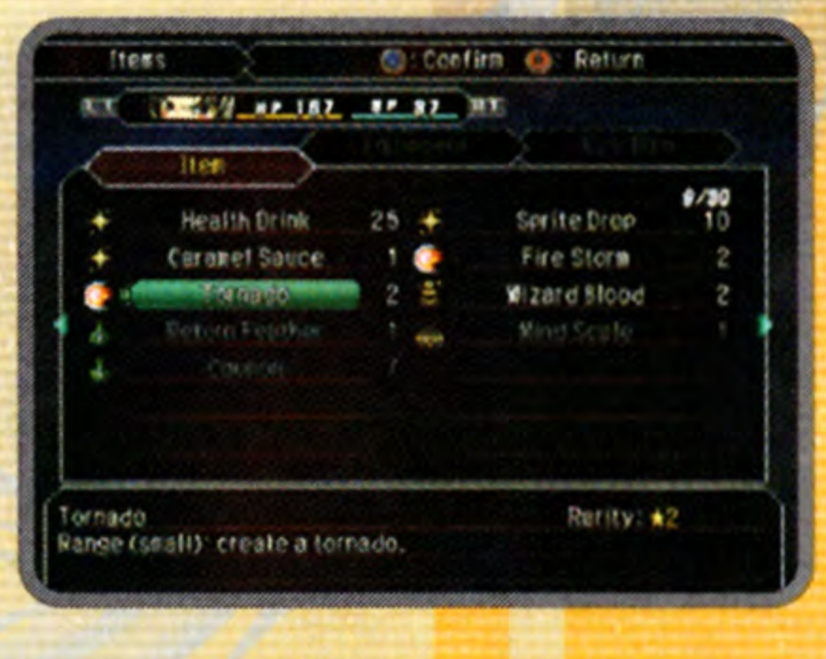
Press the ✕ button rapidly in this state to attack using powerful magic incantations. Attacks in this state do not use SP.

FAVORITE ACTIONS

When you successfully fulfill certain objectives, such as Rengeki Attacks during battle, messages in gold will appear. This is a Favorite Action. Your Morale Gauge will suddenly increase when this message appears.

ITEMS

Press the △ button during battle to display the Main Menu, and select "Items" from the menu. Confirm your selection with the ✕ button to display a list of items. Items that you can use during battle are shown in white. Select the item you want and press the ✕ button to use the item. There are many kinds of items, including ones that will aid you in healing as well as others that will assist you in attacking.



DEFENSE

Guard

Hold the ◉ button to shield yourself from monster attacks.

EXPERIENCE POINTS

You will earn experience points if you complete a battle by killing all the monsters. You will receive even more points for killing monsters with levels higher than yours, but not as many points for killing monsters with levels lower than yours.

BATTLE MODE

COMPLETING BATTLE

A battle ends when all of the monsters have been killed, at which point the battle fence will disappear. You will sometimes receive items when you have completed a battle.

ABILITY

Depending on the ability of the equipment item, certain effects will be added.

FIRE ATTACK

After damage has been made from a normal attack, there is a certain chance that the target will sustain additional fire-induced damage.

POISON ATTACK

After damage has been made from a normal attack, there is a certain chance that the target will sustain poison damage over a period of time.

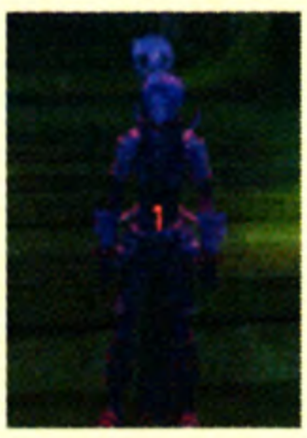
BACKSTAB

This will turn into a lethal blow to the monster if it is attacked from behind.

CHANGE OF STATE

Monster attacks, spells from party members and items can all cause a change of state, which can include a gradual loss of HP, parameter amplification and changes in attack power. Most changes of state will wear off over time, though ones that involve a gradual loss of HP or SP should be cured as quickly as possible using an item or spell. Characters that undergo a change of state are affected as explained below.

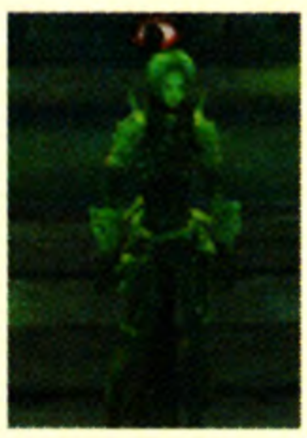
CHANGE OF STATE AND RECOVERY ITEMS



POISON

HP level will decrease for a set period of time.

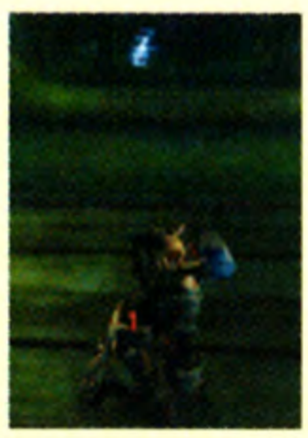
Recovery item:
Antidote Soda (Potion)



CURSE

SP will decrease for a set period of time.

Recovery item:
Blessing Soda (Potion)



SLEEP

Character will be unable to move for a set period of time unless he or she is under attack.

Recovery item:
Stimulant Soda (Potion)

BATTLE MODE

ELEMENT

There are some monsters that have elements that are related to field or dungeon elements. Refer to the elements of the areas they inhabit.

ELEMENT LIST

Fire: Attack with fire attack and increased resistance to fire.
Water: Attack with water attack and increased resistance to water.
Wind: Attack with wind attack and increased resistance to wind.
Earth: Attack with earth attack and increased resistance to earth.
None: No increased resistance to any attribute.

OPPOSING ELEMENT

Each element has an opposing element, and when they are brought together they cancel each other out. The weakness of each element is its opposing element.

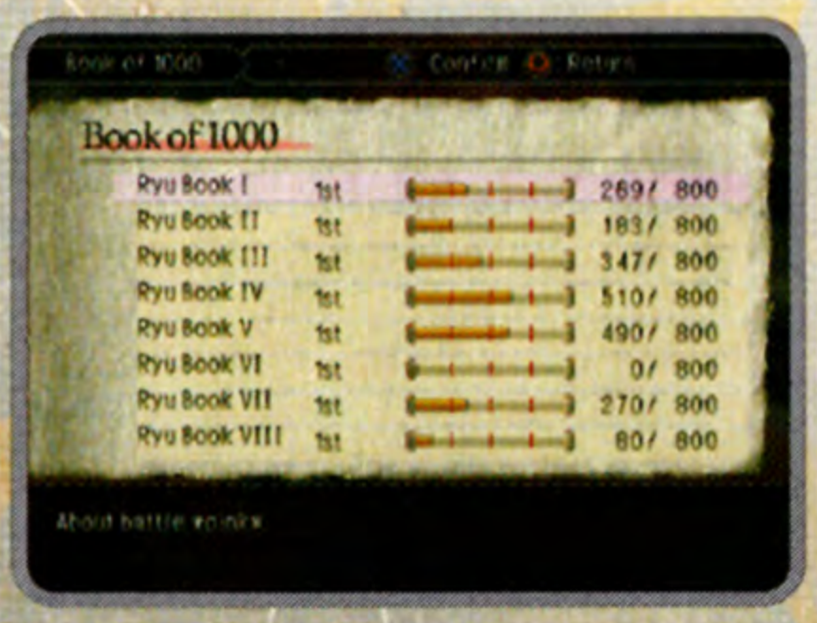
OPPOSING ELEMENT EXAMPLES

FIRE <-> WATER
Fire monsters are vulnerable to water attacks and vice versa.

WIND <-> EARTH
Wind monsters are vulnerable to earth attacks and vice versa.

BOOK OF 1000

As you proceed through this episode of the game and fulfill certain objectives, you will be given access to the Book of 1000 . In the pages of this book, you will find data on the number of battles you have fought, lists of acquired items and other pertinent records. Once these numbers reach a certain point, you will be able to acquire greeting cards, movies, wallpaper, background music and other bonuses.

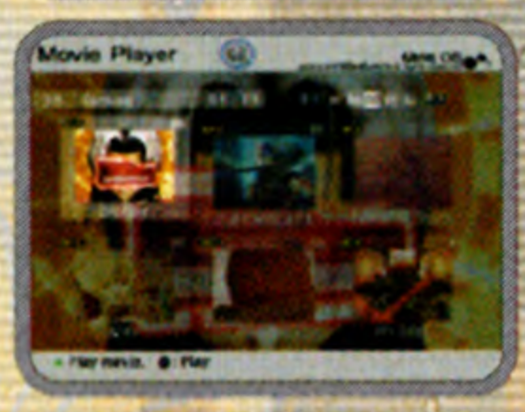

Book of 1000
Book of1000
Ryu Book I 1st 269/ 800
Ryu Book II 1st 183/ 800
Ryu Book III 1st 347/ 800
Ryu Book IV 1st 510/ 800
Ryu Book V 1st 490/ 800
Ryu Book VI 1st 0/ 800
Ryu Book VII 1st 270/ 800
Ryu Book VIII 1st 80/ 800

Greeting Cards

Different from regular email, greeting cards are messages that come with various illustrations. When you obtain greeting cards, you can send them by going to "Greeting" under "Mail Station" on the Desktop.

Movies

Go to "Movie Player" on the Desktop to view movies that you have acquired.



Wallpaper and Background Music

You can change the Desktop wallpaper and background music that you acquire by going to "Accessories" on the Desktop.

ARENA

The Arena is a venue built into The World R:2 where players can challenge each others' abilities. Up to three players can form a team to battle other teams. The team that KO's the opponent team's Leader wins. The winning team earns points called "Winner Points" (WP) for each victory in the Arena, which determines the ranking of the teams.

There are two types of battles in the Arena. "Survivor Battle" is a duel of up to five consecutive rounds where the opposing team is automatically chosen for you. "Limit Battle" is a short deciding match where you can choose your opponent.

Counterattacks

You can counter your opponent team's skills in Arena Battle with your own skills, located under the Skill Trigger. Done successfully, the counterattack Trigger can inflict major damage on your opponents and reduce their Morale Gauge.

.hack//G.U. Vol.1 // Rebirth

.hack®//G.U.™ Vol. 1: Rebirth™ for the PlayStation®2 computer entertainment system is the continuation of "The World R:1" – the online game that met its demise. Now, CC Corp. has recommenced its service as "The World R:2" sets the stage for this new action RPG.

The story involves a mysterious PK known as Tri-Edge, and Shino, who has fallen into a coma in real life after having been PKed by Tri-Edge. Haseo sets out to avenge the attack on Shino by finding Tri-Edge and challenging him to battle. What will be the outcome?!

The World R:2 is filled with endless mysteries, such as creatures that have deviated from their specs, and bugs that are not bugs. There are phenomena occurring in The World R:2 that go against the natural laws of the universe. Maybe even Tri-Edge is among one of these mysterious phenomena. If so, then you will need unimaginable strength to face him!

The strength that Haseo desires is his own awakening as an Epitaph User. This comes in the form of Avatars; power that surpasses the system parameters.

While seeking the overwhelming power, Haseo wages into battle.

AVATAR BATTLE

When you enter Avatar battle, the game will switch to the Avatar Battle Screen. Drive your opponent's HP level to zero and break through his or her protective barrier.

BUTTON OPERATIONS

Left analog stick: Move
⊗ button: Slash attack
▣ button: Shoot attack
◎ button: Dash
START button: Pause
(to check game controls)

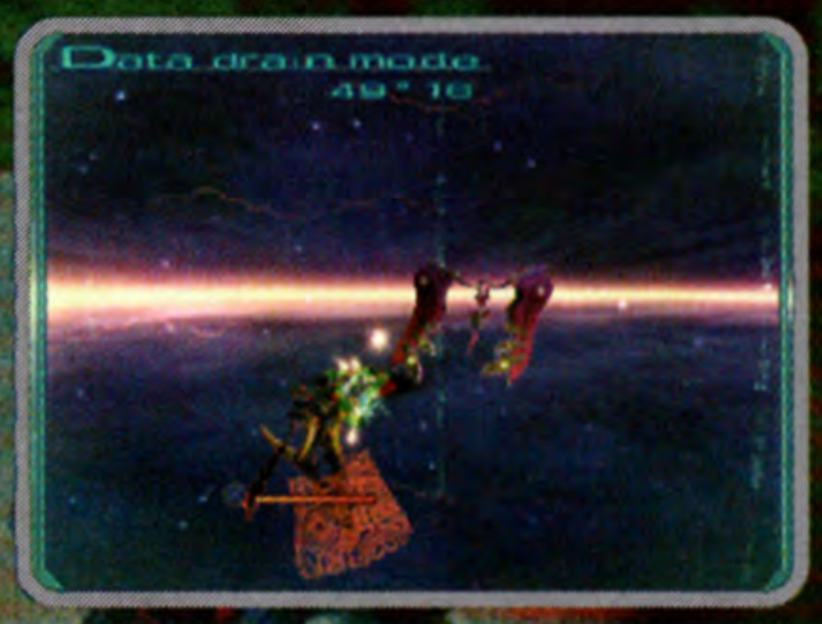
DATA DRAIN

If you drive your opponent's HP level down to zero, you will break his or her protective barrier and enter Data Drain mode.

Hold down the ⊗ button until the gauge reaches MAX, then release the button. If you hit the target, Data Drain will commence.

BUTTON OPERATIONS

Left analog stick: Move
⊗ button: Hold down to charge your gauge; release at MAX to initiate Data Drain
◎ button: Dash
START button: Pause
(to check game controls)



PROTECT BREAK

When your opponent's HP levels reach zero, its protective barriers are no longer active. This is called "Protect Break". Once you have initiated Protect Break, you can initiate Data Drain to kill it. However, even after you have initiated Protect Break, it will return after a set amount of time and it will begin to regain some HP. The amount of time left before its protection returns is shown in the upper-left part of the screen during Data Drain Mode. Fire your Data Drain blast with accuracy to hit the target before time runs out.

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